

**=> IFW: Scan as Doc Code: SRNT <=
 Doc Date:**

TC 3700 Inventor Search Program

See attached inventor searches for applications and/or patents to help resolve questions of overlapping subject matter. These searches are provided as an initial examination aid: examiners should perform updated or expanded PALM or EAST inventors searches as appropriate.

Serial Number:

- 1.) See attached printout of inventors listed in PALM**

- 2.) See attached EAST Inventor Search
Printout shows Inventor search terms**

Day : Monday
Date: 7/31/2006

Time: 14:18:30

 **PALM INTRANET**

Inventor Information for 10/655957

Inventor Name	City	State/Country
GAUSELMANN, MICHAEL	ESPELKAMP	GERMANY

Appln Info	Contents	Petition Info	Atty/Agent Info	Continuity/Reexam	Foreign C
----------------------------	--------------------------	-------------------------------	---------------------------------	-----------------------------------	---------------------------

Search Another: **Application#**

[Search](#)

or Patent#

[Search](#)

PCT / /

[Search](#)

or PG PUBS #

[Search](#)

Attorney Docket #

[Search](#)

Bar Code #

[Search](#)

To go back use Back button on your browser toolbar.

Back to [PALM](#) | [ASSIGNMENT](#) | [OASIS](#) | [Home page](#)

US 20020052233 A1	US-PGPUB	20020502	8	Gaming machine displaying combinations of symbols including special symbols	463/20		Gauselmann, Michael
US 20020068623 A1	US-PGPUB	20020606		Replacement of symbols displayed by a gaming machine to create a winning symbol combination	463/20		Gauselmann, Michael
US 20020151353 A1	US-PGPUB	20021017		Gaming device having a bonus game	463/25		Gauselmann, Michael
US 20030008700 A1	US-PGPUB	20030109		Amusement machine having a secondary game for determining a winning amount	463/16		Gauselmann, Michael
US 20030008703 A1	US-PGPUB	20030109		Gaming system using a portable gaming device	463/20		Gauselmann, Michael
US 20030040356 A1	US-PGPUB	20030227	10	Credit card for use in amusement machines	463/20		Gauselmann, Michael
US 20030050108 A1	US-PGPUB	20030313		Gaming machine determining the result of a game in two stages	463/16		Gauselmann, Michael
US 20030062681 A1	US-PGPUB	20030403		Jackpot award feature in a gaming machine	273/292	463/20	Gauselmann, Michael
US 20030064766 A1	US-PGPUB	20030403		Gaming device with randomly determined game field	463/9		Gauselmann, Michael
US 20030092490 A1	US-PGPUB	20030515		Device to automatically change award parameters for a gaming machine	463/42		Gauselmann, Michael
US 20030109304 A1	US-PGPUB	20030612		Gaming machine having dynamically controlled light display	463/30		Gauselmann, Michael
US 20030162579 A1	US-PGPUB	20030828		Determining a winning symbol combination in a gaming machine	463/16		Gauselmann, Michael
US 20030211884 A1	US-PGPUB	20031113		Gaming machine with hidden jackpot	463/26		Gauselmann, Michael
US	US-PGPUB	20031120		Gaming machine with	463/25		Gauselmann,

20030216167 A1				player selection of options in bonus game			Michael
US 20030216173 A1	US-PGPUB	20031120		Gaming machine having separate touch screen for player input	463/30		Gauselmann, Michael
US 20030216174 A1	US-PGPUB	20031120		Gaming machine having three-dimensional touch screen for player input	463/30		Gauselmann, Michael
US 20030216182 A1	US-PGPUB	20031120		Configuration technique for a gaming machine	463/40		Gauselmann, Michael
US 20030220135 A1	US-PGPUB	20031127		Gaming device with randomly determined bonus award possibilities	463/25		Gauselmann, Michael
US 20040009808 A1	US-PGPUB	20040115		Gaming device with a progressive jackpot triggered from a bonus game	463/25	463/42	Gauselmann, Michael
US 20040023716 A1	US-PGPUB	20040205		Jackpot gaming system having jackpot display	463/26		Gauselmann, Michael
US 20040038722 A1	US-PGPUB	20040226		Gaming machine having a distributed mode acoustic radiator	463/16		Gauselmann, Michael
US 20040038741 A1	US-PGPUB	20040226		Progressive jackpot gaming system	463/42		Gauselmann, Michael
US 20040048657 A1	US-PGPUB	20040311		Gaming machine with selectable features	463/25		Gauselmann, Michael
US 20040087368 A1	US-PGPUB	20040506		Free game bonus round for gaming machines	463/42		Gauselmann, Michael
US 20040092299 A1	US-PGPUB	20040513		Gaming machine with selectable ways to win	463/16		Gauselmann, Michael
US 20040092300 A1	US-PGPUB	20040513		Gaming machine displaying special games with accumulated special symbols	463/16		Gauselmann, Michael
US 20040092302 A1	US-PGPUB	20040513		Video gaming machine playing secondary game using displayed symbols	463/20		Gauselmann, Michael
US 20040097279 A1	US-PGPUB	20040520		Gaming machine displaying special symbol having randomly	463/16		Gauselmann, Michael

				selected functions			
US 20040097280 A1	US-PGPUB	20040520		Gaming machine having triggering event that alters the display of symbols	463/16		Gauselmann, Michael
US 20040102240 A1	US-PGPUB	20040527		Game for a gaming device where a player competes with a computer	463/20		Gauselmann, Michael
US 20040106448 A1	US-PGPUB	20040603		Free game bonus round for gaming machines	463/25		Gauselmann, Michael
US 20040132528 A1	US-PGPUB	20040708		Bill stacker and hopper access technique for a gaming device	463/29		Gauselmann, Michael
US 20040137981 A1	US-PGPUB	20040715		Game for a gaming device having displayed symbols creating a maze	463/20		Gauselmann, Michael et al.
US 20040142737 A1	US-PGPUB	20040722		Gaming machine with player-selected hidden bonus awards and displayed possible awards	463/16		Gauselmann, Michael
US 20040142752 A1	US-PGPUB	20040722		Mounting bracket for a gaming machine	463/46		Gauselmann, Michael
US 20040235552 A1	US-PGPUB	20041125		Bonus round for multiple gaming machines where award is multiplied based on certain variables	463/16		Gauselmann, Michael
US 20040266515 A1	US-PGPUB	20041230		Gaming machine with reel strips having an organic light emitting diode display	463/20		Gauselmann, Michael
US 20040266518 A1	US-PGPUB	20041230		Gaming machine having a touch screen display	463/20		Gauselmann, Michael
US 20040266531 A1	US-PGPUB	20041230		Method for operating a coin actuated entertainment automat	463/42		Gauselmann, Michael
US 20050043092 A1	US-PGPUB	20050224		Gaming machine with selectable features	463/36		Gauselmann, Michael
US 20050054412 A1	US-PGPUB	20050310		Awarding of game features in a gaming machine	463/16		Gauselmann, Michael

US 20050054414 A1	US-PGPUB	20050310		Bonus game displaying and awarding selected values	463/16		Gauselmann, Michael
US 20050055113 A1	US-PGPUB	20050310		Multiple progressive jackpots for a gaming device	700/91		Gauselmann, Michael
US 20050153767 A1	US-PGPUB	20050714		Bonus game for gaming machine providing player with deal or no deal options	463/16	463/25; 463/32; 463/36; 463/46; 463/7; 463/9	Gauselmann, Michael
US 20050153780 A1	US-PGPUB	20050714		Multicolor top light for gaming machines	463/47		Gauselmann, Michael
US 20050164774 A1	US-PGPUB	20050728		Gaming machine displaying special symbols that shift positions	463/20		Gauselmann, Michael
US 20050255907 A1	US-PGPUB	20051117		Gaming machine using controllable LEDs for reel strip illumination	463/20		Gauselmann, Michael et al.
US 20050282607 A1	US-PGPUB	20051222		Game for a gaming device that changes automatically over time	463/16		Gauselmann, Michael
US 20050282614 A1	US-PGPUB	20051222		Gaming machine providing pop-up advertising	463/20		Gauselmann, Michael
US 20060063591 A1	US-PGPUB	20060323		Slant top slot machine with LEDs to illuminate front surface	463/30		Gauselmann; Michael
US 20060116201 A1	US-PGPUB	20060601		Gaming device gives player award when jackpot meets a trigger threshold	463/26		Gauselmann; Michael
US 20060148565 A1	US-PGPUB	20060706	8	Tournament for gaming machines	463/41		Gauselmann; Michael et al.
US 5702302 A	USPAT	19971230		Gambling machine with display means for the display of symbols	463/20		Gauselmann; Michael
US 5740897 A	USPAT	19980421		Device for the removal of a paper currency stacker associated with a paper currency validator device of an automatic	194/206	194/350	Gauselmann; Michael

				entertainment apparatus			
US 5785595 A	USPAT	19980728		Method for the determination of stop positions of rotating reel bodies of a game display device of a gambling machine	463/20	273/138.2; 273/143R; 463/22	Gauselmann; Michael
US 6089980 A	USPAT	20000718		Method for the determination of a shared jackpot winning	463/27	463/25	Gauselmann; Michael
US 6491583 B1	USPAT	20021210		Method for determining the winning value upon reaching of a game result at a coin operated entertainment automat	463/20	463/25	Gauselmann; Michael
US 6646695 B1	USPAT	20031111		Apparatus for positioning a symbol display device onto a door element of a casing of a coin operated entertainment automat	349/58	345/31; 463/31; 463/46	Gauselmann; Michael
US 6676513 B2	USPAT	20040113		Jackpot award feature in a gaming machine	463/20	273/138.2; 273/143R; 463/26; 463/27	Gauselmann; Michael
US 6776713 B2	USPAT	20040817		Game for a gaming device where a player competes with a computer	463/16	273/139	Gauselmann; Michael
US 6884173 B2	USPAT	20050426		Configuration technique for a gaming machine	463/42	463/29	Gauselmann; Michael
US 6997802 B2	USPAT	20060214		Gaming device with randomly determined game field	463/15	273/248; 273/275; 463/16	Gauselmann; Michael
US 7066816 B2	USPAT	20060627		Bill stacker and hopper access technique for a gaming device	463/29	463/30; 463/46; 463/47	Gauselmann; Michael
US D521075 S	USPAT	20060516		Gaming machine	D21/370		Gauselmann; Michael